Operating Instructions

Sinclair Instrument

Wrist Calculator

Batteries

The calculator uses six mercury batteries, Mallory type RM 13H. The batteries need replacing as soon as the display becomes noticeably dim and must be removed immediately to prevent damage to the calculator. Always replace all six batteries at one time. Replacement of individual batteries may damage the calculator. Remove the strap and clip the two halves of the case apart to reveal the battery compartment. Remember to smear a **little** special grease on the surfaces of the replacement batteries.

On/off switch

Push the switch toward you to switch on. To obtain maximum life from the batteries always switch off when not in use, even for a few minutes.

Entering numbers and functions

To enter numbers 0–9 the switch at the front should be in the centre position (o●o). Operators shown on the reference plate on the left of the buttons require the switch to be pushed to the left (●oo) and functions on the right of the buttons require the switch to be on the right (oo●).

Overflow

If a result or entry is larger than 99999999 or less than −9999999 the display will flash. This is called overflow and may be removed by pressing the clear key C.

Clear key C

To clear the calculator completely (except the memory) press twice. To clear a number entered in error press once then enter the correct numbers.

Number entry

e.g. 123.456 press 1 2 3 . 4 5 6. Positive numbers up to 8 digits and negative numbers up to 7 digits may be entered.

Equals key =

This key gives the answer to a calculation. There is no need to clear before starting a new calculation. To continue a calculation after = simply press the next operator.

Arithmetic

Calculations are entered as you would write them.
e.g. 12.6 + 22.1
Press (o●o) 1 2 (●oo) . (o●o) 6 (●oo)
+ (o●o) 2 2 (●oo) . (o●o) 1 (●oo) =
Result 34.7

Chain calculation

e.g. 4 X 3 − 2
Press (o●o) 4 (●oo) X (o●o) 3 (●oo) −
(o●o) 2 (●oo) = Result 6

Percentages

e.g. 1.52 + 8%
Press (o●o) 1 (●oo) . (o●o) 5 2 (●oo)
+ (o●o) 8 (●oo) % Intermediate
Result 0.1216 (8% of 1.52) (●oo) = Result 1.64.6

e.g. 18 X 6%
Press (o●o) 1 8 (●oo) X (o●o) 6 (●oo) % (●oo) =
Result 1.08
Percentages may also be divided or subtracted.

Autoconstant

This enables a combined operator and number to be used in consecutive calculations without re-entering.
e.g. multiply 2, 4 and 6 by 3.

Press	Constant holds	Display shows
(o●o) 2 (●oo) X		
(o●o) 3 (●oo) =	X 3	6
(o●o) 4 (●oo) =	X 3	12
(o●o) 6 (●oo) =	X 3	18

Square root $\sqrt{x}$

e.g. 25 Press (o●o) 2 5 (oo●) $\sqrt{x}$ Result 5

Square x^2
e.g. 12^2 Press (o●o) 1 2 (oo●) x^2 Result 144

Reciprocals

e.g. $^1/_8$ Press (o●o) 8 (oo●) $^1/x$ Result 0.125

Memory

The memory is used to store numbers independently of the rest of the calculator. Always clear the memory before use.

(oo●) cm	Clears the memory without altering the display.
(oo●) m+	Adds the number on the display to the memory without altering the display.
(oo●) m−	Subtracts the number on the display from the memory without altering the display.
(oo●) mr	Displays the number in the memory without altering the memory. Any previous number on the display is erased.
(oo●) mx	Exchanges the number on the display with that in the memory.

e.g. $\frac{2 \times 3 + 7}{4 \times (2 + 3)}$

Press	Display shows	Memory holds
(●oo) c c (oo●) cm	0	0
(The calculator and memory are completely cleared.)		
(o●o) 2 (●oo) X		
(o●o) 3 (●oo) +		
(o●o) 7 (●oo) =	13	0
(oo●) m+	13	13
(o●o) 2 (●oo) +		
(o●o) 3 (●oo) X		
(o●o) 4 (●oo) =	20	13
(oo●) mx	13	20
(●oo) ÷ (oo●) mr	0.65	20

The answer is now shown in the display i.e. 0.65.

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